Methods:

Evaluating Code in Different Contexts

This video presents methods from Standard Ruby Library that allow you to evaluate code in different contexts. This is an essential part of metaprogramming in ruby.

Scopes where you can evaluate:

- Instance scope (instance_eval, instance_exec)
- Class/module scope (class_eval, class_exec, module_eval, module_exec)

instance_eval / instance_exec

```
class KlassWithSecret
    def initialize
        @secret = 99
    private
    def the secret
        "Ssssh! The secret is #{@secret}."
end
k = KlassWithSecret.new
k.instance_eval { @secret }
                                                        #=> 99
k.instance_eval { the_secret }
                                                        #=> "Ssssh! The secret is 99."
k.instance_eval { |obj| obj == self }
                                                        #=> true
```

instance_eval / instance_exec

```
class KlassWithSecret
    def initialize
        @secret = 99
    end
end

k = KlassWithSecret.new

k.instance_exec(5) { |x| @secret + x } #=> 104

foo = 42

k.instance_eval { @secret + foo } #=> 141
```

class_eval / class_exec

Evaluating string code with <u>eval</u>

```
# Ruby documentation:
# http://ruby-doc.org/core/Kernel.html#method-i-eval

def get_binding(str)
    return binding
end

str = "hello"

eval "str + ' Fred'"  #=> "hello Fred"
eval "str + ' Fred'", get_binding("bye")  #=> "bye Fred"
```

Calling methods: send, public send

```
class MyClass
    def foo
        "public foo"
    private
   def bar
        "private bar"
end
obj = MyClass.new
obj.send(:foo)
                                        # "public foo"
                                        # "private bar"
obj.send(:bar)
obj.bar
                                        # NoMethodError: private method `bar' called for #<MyClass:0x007f84e
obj.public_send(:foo)
                                        # "public foo"
obj.public send(:bar)
                                        # NoMethodError: private method `bar' called for #<MyClass:0x007f84e
obj. send (:bar)
                                        # "private bar"
```